

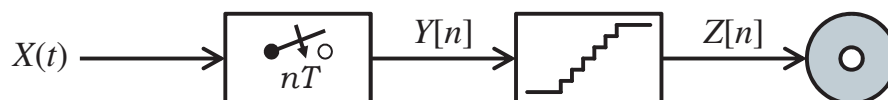
# TSDT14 Signal Theory

## Lecture 10

### Reconstruction in CD Players and Exam Problems

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## CDs at Recording 1(2)



Band-limited input:  $R_X(f) \approx 0, \quad |f| \geq B = 20 \text{ kHz}$

Sampling frequency:  $f_s = 44.1 \text{ kHz}$

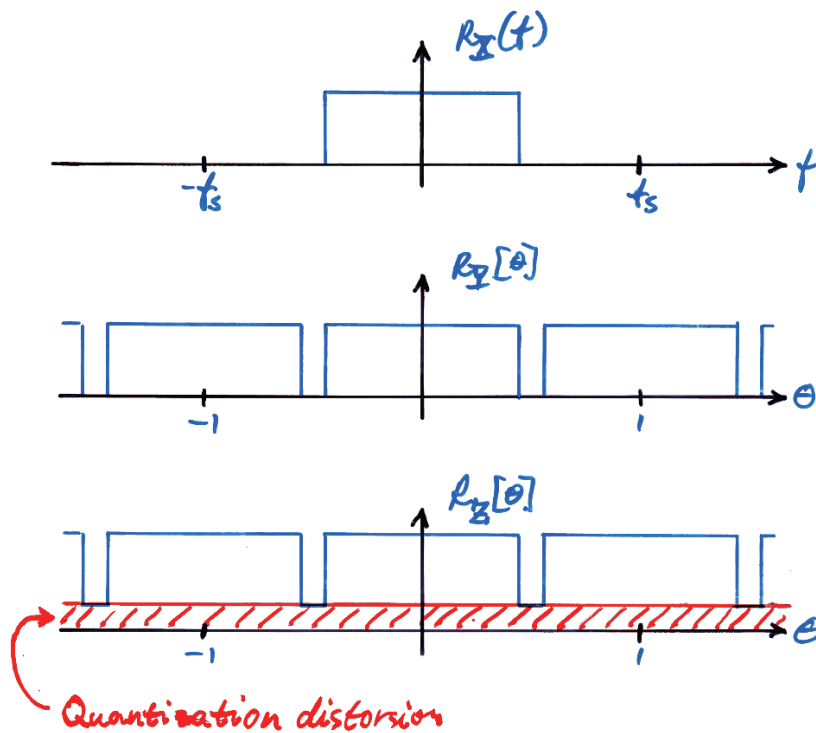
Uniform quantization: 16 bits  $\Rightarrow N = 2^{16}$  steps

Saturation level:  $A$   $\frac{\Delta^2}{12} = \frac{A^2}{2^{32} \cdot 3}$

Quantization step height:  $\Delta$

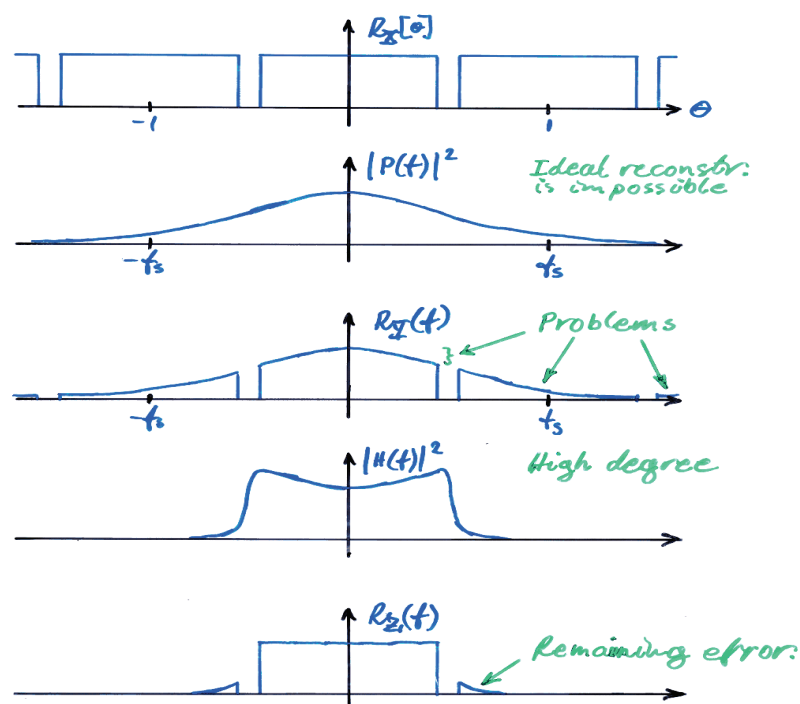
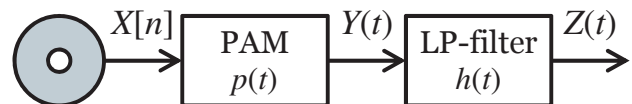
Signal-to-Distorsion Ratio:  $\text{SDR}_{\max} = 10 \log_{10}(2^{32}) \approx 96 \text{ dB}$

## CDs at Recording 2(2)



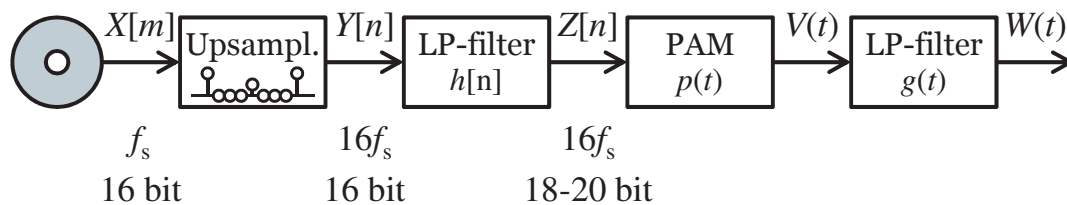
## Listening to CDs – 1

Direct PAM



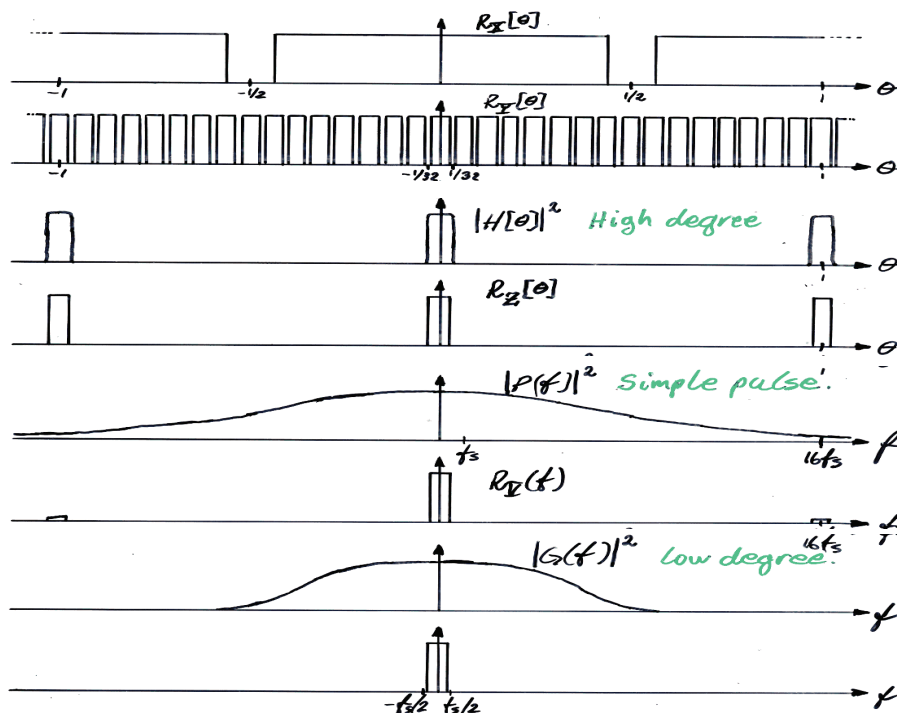
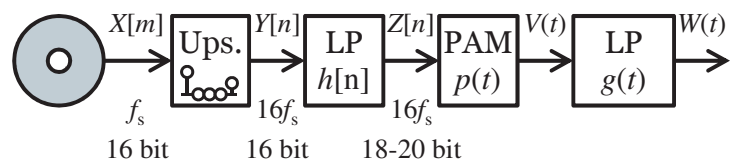
# Listening to CDs – 2

## Oversampling 1(2)



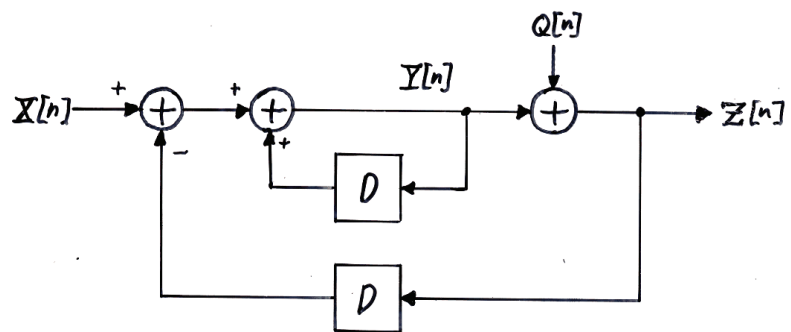
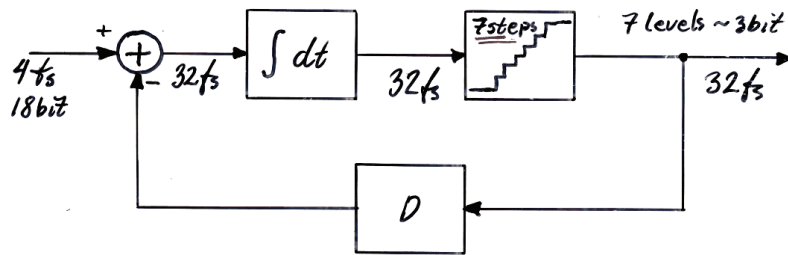
# Listening to CDs – 2

## Oversampling 2(2)



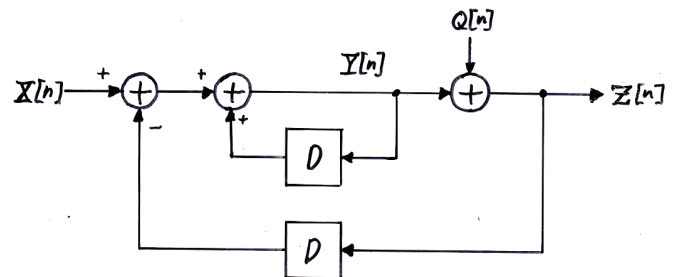
# Listening to CDs – 3

## Noise Shaping 1(4) – Principle of First-Order Noise Shaper



# Listening to CDs – 3

## Noise Shaping 2(4) – Analysis 1



If no  $Q[n]$ :

$$Z[n] = Y[n] = X[n] + Y[n-1] - Z[n-1] = X[n]$$

Error:  $S[n] = Z[n] - X[n]$

$$\left. \begin{aligned} \text{Fig } \Rightarrow Y[n] &= X[n] + Y[n-1] - Z[n-1] \\ Z[n] &= Y[n] + Q[n] \end{aligned} \right\} \Rightarrow$$

$$\begin{aligned} \Rightarrow S[n] &= (X[n] + \underbrace{Y[n-1] - Z[n-1]}_{-Q[n-1]}) + Q[n] - X[n] \\ &= Q[n] - Q[n-1] \end{aligned}$$

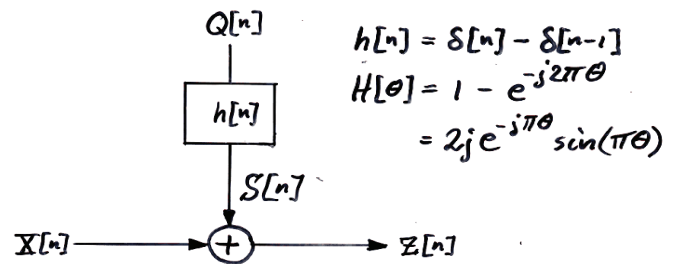
Interpretation:  
The quantization noise is filtered.

$$h[n] = \delta[n] - \delta[n-1]$$

$$\begin{aligned} H[\theta] &= 1 - e^{-j2\pi\theta} \\ &= 2je^{-j\pi\theta} \sin(\pi\theta) \end{aligned}$$

# Listening to CDs – 3

Noise Shaping 3(4) – Analysis 2

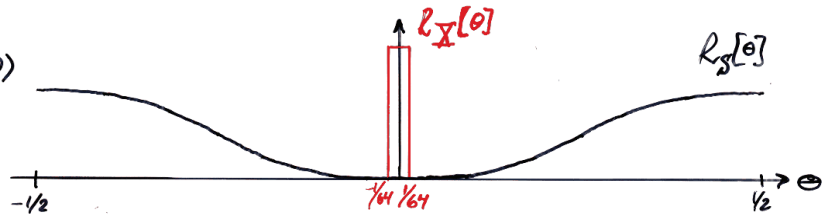


Quantization error:  $Q[n]$ :

$$\frac{\Delta^2}{12} = \frac{A^2}{7^2} \cdot \frac{1}{3} = \frac{A^2}{147} \Rightarrow r_Q[k] = \frac{A^2}{147} \delta[k], R_Q[\theta] = \frac{A^2}{147}$$

Error:  $S[n]$ :

$$R_S[\theta] = |H[\theta]|^2 R_Q[\theta] = \frac{4A^2}{147} \sin^2(\pi\theta)$$



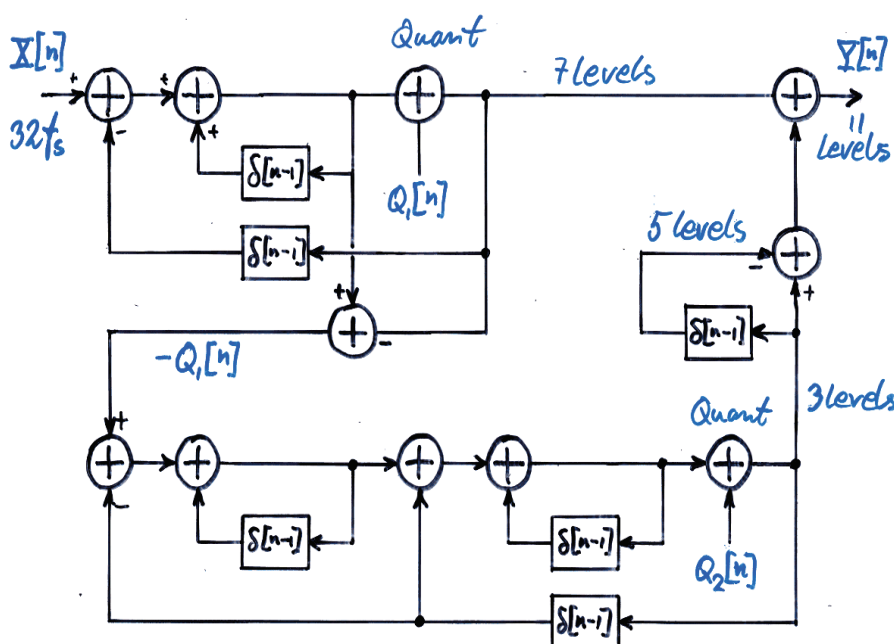
Error power in audio range ( $\sin x \approx x$  for small  $x$ )

$$\begin{aligned} \int_{-1/64}^{1/64} R_S[\theta] d\theta &= 2 \int_{-1/64}^{1/64} \frac{4A^2}{147} \sin^2(\pi\theta) d\theta \approx \frac{A^2}{20} \int_{-1/64}^{1/64} (\pi\theta)^2 d\theta \\ &\approx \frac{A^2}{2} \int_{-1/64}^{1/64} \theta^2 d\theta = \frac{A^2}{2} \left[ \frac{\theta^3}{3} \right]_{-1/64}^{1/64} = \frac{A^2}{2^{17.3}} \approx 57 \text{ dB} \end{aligned}$$

Approx. 9.5 bits

# Listening to CDs – 3

Noise Shaping 4(4) – Implementation of Third-Order Noise Shaper



Error PSD:

$$R_S[\theta] = \frac{64A^2}{147} \sin^6(\pi\theta)$$

Error Power in  
Audio Range:

$$\begin{aligned} \int_{-1/64}^{1/64} \frac{64A^2}{147} (\pi\theta)^6 d\theta &= \dots \approx \\ &\approx \frac{A^2}{2^{33.3}} \approx 100 \text{ dB} \end{aligned}$$

Corresponds to:

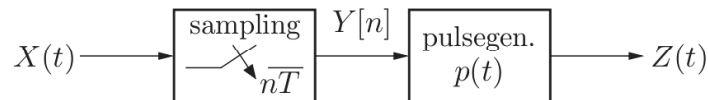
Approx. 16.5 bits

# 2010-08-28 – Problem 4

The time-continuous process  $X(t)$  is bandlimited white noise with mean  $m_X = 0$  and PSD

$$R_X(f) = \begin{cases} 1, & |f| \leq W, \\ 0, & \text{elsewhere.} \end{cases}$$

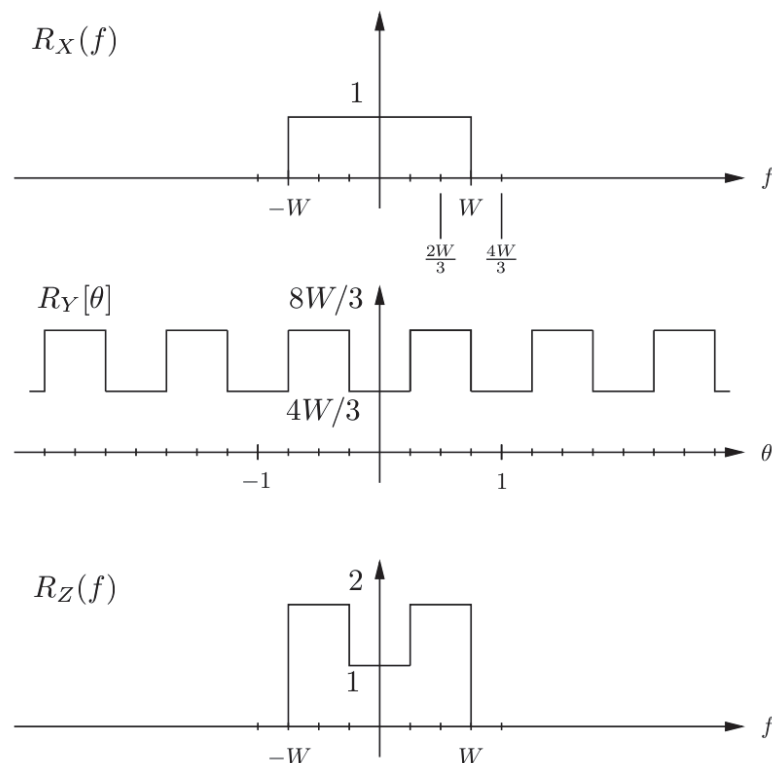
The signal  $X(t)$  is sampled and pulse-amplitude-modulated according to the figure below.



The sampling frequency is  $f_s = \frac{1}{T} = \frac{4W}{3}$  and the pulse shape of the PAM is  $p(t) = \frac{3 \sin(2\pi Wt)}{4\pi Wt}$ .

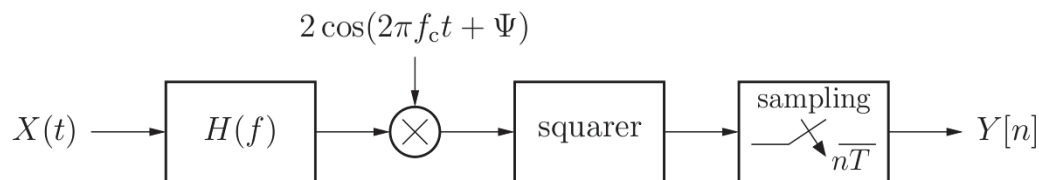
- Determine and draw the PSDs  $R_Y[\theta]$  and  $R_Z(f)$ . (3 p)
- Determine the reconstruction error  $\varepsilon^2 = E\{(Z(t) - X(t))^2\}$ . (2 p)

# 2010-08-28 – Problem 4 – PSDs



## 2009-10-23 – Problem 3

The input  $X(t)$  to the system below is a strictly stationary white process with PSD  $R_0$ , and the stochastic variable  $\Psi$  is as usual uniformly distributed on  $[0, 2\pi)$  and independent of  $X(t)$ . The input is Gaussian with mean 0.



The initial filter has frequency response

$$H(f) = \begin{cases} 2, & |f| < f_0, \\ 0, & \text{elsewhere.} \end{cases}$$

The carrier frequency is  $f_c = 2f_0$ , while the sampling frequency is  $f_s = 3f_0$ .

Calculate the power  $P_Y$  of the output  $Y[n]$ . (5 p)

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